ONLINE ACTIVATION - STEAM

This year you will be required to install and activate your game through Steam. It's a very quick process and comes with a host of benefits; these include:

- Automatic game updates – so you'll always be playing the latest version of the game.
- Steam's superfast download speeds.
- The ability to play Football Manager 2013 on any computer worldwide without the need for the game disc.
- A new Network Mode played through Steam with a more intuitive set-up, plus you can set up your own leagues and cups and import your team from your Career Mode.
- A host of achievements so you can track your career against your friends.
- Plus – new global leaderboards allow you to find out exactly how good a manager you are!

* IMPORTANT* Internet connection is needed to activate Football Manager 2013. Once activated you can play Football Manager™ 2013 whilst offline. To do this go to the Steam Client and click 'Go Offline' in the drop-down box. Please note that you must be connected to the internet to change this setting, so set Steam to 'Offline Mode' before you disconnect! However, going online will enhance your experience with features such as a fully searchable manual with video guides, automatic data updates and achievements through STEAM as well as social networking features.

If you are having issues activating your game, please visit ***www.footballmanager.com/activation*** for more help.

ONLINE MANUAL

For the third year, Football Manager will feature an interactive online manual allowing you to get more help and tips on becoming a successful boss. The manual features videos and screens, a full FAQ section and is fully searchable – so check it out now at: ***www.footballmanager.com/manual***

STEAM ACTIVATION REQUIRES INTERNET CONNECTION AND FREE STEAM ACCOUNT

Notice: Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You can activate this product via the Internet by registering for a Steam account and accepting the SSA.

FOOTBALL MANAGER™ 2013 STEAM CODE:

LVE8X-9DL7G-RNHMY

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www.sega.com

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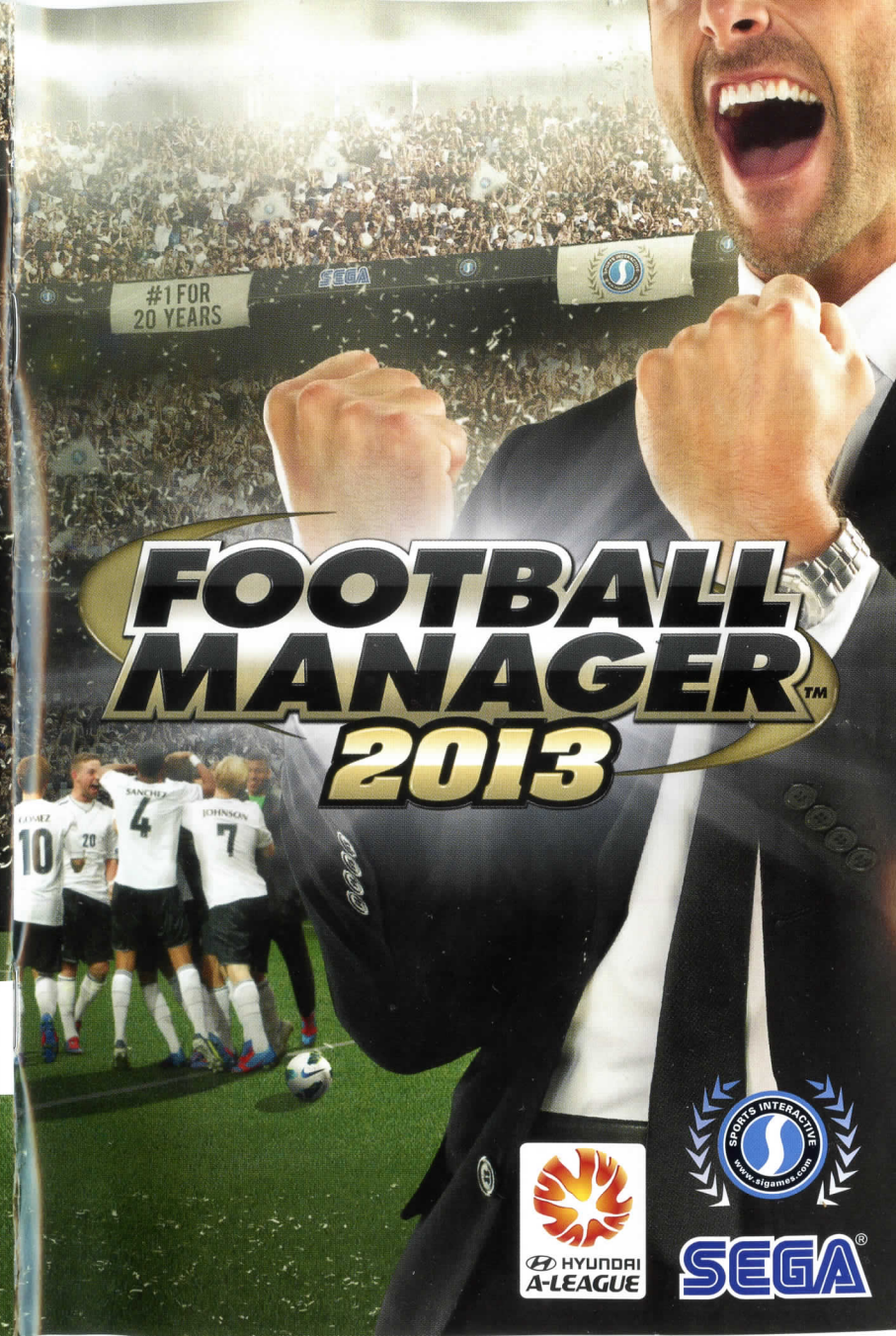
1 MAN-S144-AU



HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game disc with care to prevent scratches or dirt on either side of the disc. Do not bend the disc or enlarge the center hole.

Clean the disc with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the center hole towards the edge. Never clean the disc with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the disc.

Store the disc in the original case after playing. Do not store the disc in a hot or humid location.

The Football Manager™ 2013 game disc contains software for use on a personal computer. Please do not play the disc on an ordinary CD player, as this may damage the headphones or speakers.

- ☐ Also read the manual of your personal computer.
- ☐ The game disc may not be used for rental business.
- ☐ Unauthorized copying of this manual is prohibited.
- ☐ Unauthorized copying and reverse engineering of this software is prohibited.

FOOTBALL MANAGER™ 2013

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Visit **www.footballmanager.com/manual** for the Football Manager™ 2013 Online Manual. As well as a searchable guide to the game you'll find video tutorials, a FAQ, Community contributions and hints and tips. Full online manual and game guide available in English, French, Italian, Spanish, Dutch and Portuguese.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development.

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1.0 INTRODUCTION

1.1. Welcome to Football Manager™ 2013

Football Manager™ 2013 is the latest instalment of Sports Interactive's football management series. We've once again strived to continue making the ultimate football simulation and we're glad you're a part of that. See the 'What's new' section below for information on a host of new features.

If you've played any of our previous titles, then you may already class yourself as something of an expert – but there's information in this manual for all levels of user. If you're new to the series, this manual, in addition to the in-game tutorial and advisor systems, aims to fully acquaint you with every aspect of Football Manager™ 2013.

Should you have a question which isn't covered somehow by these methods, or indeed if you have something you wish to share with the team, you can find us over at www.sigames.com or you can join our thriving online community at http://community.sigames.com.

1.1.1. What's new in Football Manager™ 2013?

There are over 900 new features in Football Manager™ 2013, including multiple new game modes. To find out more information about these new features, you can check out the video blogs at our website – www.footballmanager.com or in the online manual at www.footballmanager.com/manual.

Some key things to whet your appetite whilst you're reading this on the bus/train home having bought the game, or are waiting for it to install:

NEW GAME MODES:

Football Manager™ 2013 now has 4 different game modes!

Simulation mode – This is the Football Manager™ that you know and love, and hugely improved.

Classic mode – A new game mode for people who have less free time to play Football Manager™. It's still the game you know & love, but concentrating on transfers & tactics.

Challenge mode – A game mode that allows you to play short (typically half a season) challenges with end goals, such as keeping your team unbeaten during the second half of a season.

Online game – A whole new way to play the online game, with multiple modes and all driven through Steam's servers. Just add your friends in Steam and play.

NEW FEATURES:

Match Engine – A brand new match engine, two years in the making, which as well as featuring dramatically improved AI also has a new physics engine, a new collision engine and hundreds of new and improved animations.

Leaderboards – A new leaderboard system for each of the different game modes allowing you to be able to compare how you are doing as a manager with your friends and all Football Manager™ players around the world.

Staff Roles – A host of new staff roles, including a director of football who can help out with the parts of running the club that you don't want to do yourself.

Training – A new training module designed for ease of use and better integration with match day preparation, as well as training camps and coaching badges.

Media – Improved media for both national and international managers.

Finance Module – A revamped finance module to take into account all of the new global regulations, the financial crisis, and better reflects the true cost of running a football club.

Unlockables* – Unlock various ways to help you become a better manage either by completing tasks in game or via new downloadable content.

Cash* – Want to sign world class players for your local club? Become your very own sugar daddy by putting your own funds into the club, purchasable via Steam.

Plus, there are huge improvements in scouting, player interaction, a much easier to use and better on the eyes interface, revamped comparisons, improved transfers & loans, improved contracts, improved international management and hundreds of other new features.

*- only for Classic mode

1.1.2. Football Manager Classic

Designed for those managers who find that they have less time to commit to playing Football Manager™ than they may once have had, this new Classic mode is still the same game you've known and loved throughout the years, but is a more streamlined approach. Focus on tactics and transfers and make quicker progress through your career, making your free time truly count.

You'll find that some areas of Football Manager are 'missing' from Football Manager Classic. This is entirely by design and intended to refine the game experience to the things that matter most.

There are also a number of items and modes unique to FMC itself. As well as having a dedicated skin designed to accentuate the classic feel, the following can be found:

Challenges: The ultimate short-term test. You're given a directive to achieve an outcome based on one of five initial scenarios and will live or die based on how you fare. Can you win the league with a bunch of kids? Can you overcome an injury crisis to keep the results coming in? Are you the saviour who keeps your team from relegation having joined mid-season? Test your mettle and see how good you really are.

More challenges will be made available through the FM store.

Match Plans: Match plans allow you to set up preset tactics for your assistant manager to use during matches. These tactics can be applied depending on what happens throughout the course of a match. A series of templates are made available for you to tweak as you see fit, or you can create your own custom plans for circumstances you feel you need to cover.

For example, you may decide that if you're trailing by one goal with twenty minutes or less remaining, you want to change from your current formation to a more attacking one, adopt a more attacking strategy, and implement a series of touchline shouts to increase the urgency with which your team attacks.

1.2 INSTALLATION

1.2.1. System Requirements

The System Requirements necessary to run Football Manager™ 2013 are as follows:

PC hardware requirements.

OS - Windows XP/Vista/7/8, **Processor** - XP : 1.6GHz or Faster, Vista/7/8 : 2.2GHz or Faster, Supported Processors: Intel Pentium 4, Intel Core Family, AMD Athlon. **Memory** - XP/Vista/7/8 : 1.0GB RAM,
Hard Drive Space - 2GB, **DVD-Drive** - 4x Speed, **Video Card** - 128MB.

Supported Chipsets - Nvidia FX 5900 Ultra or greater; ATI Radeon 9800 or greater; Intel 82915G/82910GL or greater. A fully DirectX 9 compliant graphics card is required. Earlier cards may only display 2D Match Viewer Mode and are not supported. Earlier cards may require the DirectX 9.0 SDK is installed to run the game. This can be downloaded from the following url: http://www.microsoft.com/en-us/download/details.aspx?id=4064 Laptop versions of these chipsets may work but are not supported.

Sound Card - DirectX 9.0c compatible, **DirectX** - Version 9.0c (included), **LAN** - TCP/IP compliant,
Input - Keyboard, Mouse.

Mac hardware requirements.

OS - OS X 10.6.8/10.7.x/10.8.x or higher, **Processor** - Intel Processor, **Video Card** - Nvidia Geforce 7300 GT or greater; ATI Radeon X1600 or greater.

Note: The game's performance and/or graphical quality may differ according to your computer's hardware and or video card.

Computers with high-performance hardware will provide the best game performance.

1.2.2. Installing Football Manager™ 2013

Insert the Football Manager™ 2013 DVD into your CD/DVD drive and wait for the autoplay program to begin. From here, follow the simple on-screen steps to install the game.

1.2.3. Important Information Regarding Steam's Offline Mode

Football Manager™ 2013 will need Internet access for its activation process because Steam is a network-based platform. FM2013 customers that do not want Steam to connect to the Internet can launch the Steam client in 'Offline Mode' after installation. Internet access after installation of the game will only be needed to apply game patches or Steam updates, play online games or use any of the uploading features included in FM2013.

To set Steam to Offline Mode, please follow these instructions:

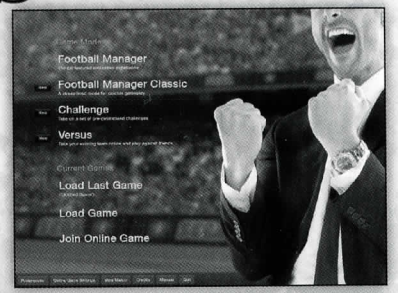
1) Start Steam whilst being connected to the Internet. Make sure that the "Remember my password" box on the login window is checked.
2) Verify that all game files are completed updated and that there are no current downloads on Steam ('View' -> 'Downloads').
3) Launch the game(s) you would like to play offline to verify that there are no further updates to download. Shut the game(s) down and return to Steam once you have confirmed that the game(s) can be played.
4) Go to 'Steam' -> 'Settings' and ensure that the "Don't save account credentials on this computer' option is NOT selected.
5) Click on the top left 'Steam' menu and select 'Go Offline'.
6) Select 'Restart in Offline Mode'. This will restart the Steam client and it will no longer connect to the Internet when it is launched.

If you would like to reconnect Steam to the Internet in the future to download game updates, activate new products or play multiplayer modes on your games, please select 'Go Online' from the top left 'Steam' menu.

2.0 GETTING STARTED

2.1. Launching the Game

To launch Football Manager™ 2013, double click the shortcut icon on your desktop.



2.1.1. The Start Screen

When the game has loaded, you will be presented with the Start Screen.

The table below describes what the various options available to you on this screen do.

Action	Description
NEW GAME	
Football Manager	Begins the process of starting a brand new game of Football Manager™ 2013.
Football Manager Classic	Begins the process of starting a brand new game of Football Manager™ Classic.
Challenge Mode	Begin one of the FMC-specific challenges.
Versus Mode	A new multi-player mode for Football Manager™ 2013 in Classic mode, you can set up a custom competition for you and your friends to play in. Use an existing team or export your squad from your current saved game and pit your best against your friends to see who truly is the greatest football manager.

Action	Description
CURRENT GAME	
Load Last Game	Loads the most recently played saved game.
Load Game	Select which saved game you would like to load from the list which will appear.
Join Online Game	Join an Online Game.

Upon selection of one of these items, a context-specific secondary screen will appear with further options:

Action	Description
Create Career Game	Start a new career game of Football Manager™.
Create Online Game	Start a new online game of Football Manager™.
Show Tutorial	Football Manager™ 2013 includes a number of walk-through tutorials designed to help users become more familiar with key game concepts before embarking upon a new saved game.

Meanwhile, the following options will be available on all screens:

Action	Description
View Match	Load a saved .pkm (Packed Match) file saved from an FM13 saved game into the Match Viewer and watch the match as it happened.
Preferences	Configure your game Preferences. Please refer to section 2.1.2 for greater detail on each of the preference options.
Online Game Settings	Configure your preferred settings for Online play.
Credits	The people responsible for making Football Manager™ 2013.
Manual	Clicking on the 'Help' button will load the Football Manager™ manual.
Quit	Exit Football Manager™ 2013 and return to your desktop.

Upon loading the game for the first time, you will also be asked to set up a default user Profile. Input your basic biographic details and social media login details for use when adding a new user to a saved game.

2.1.2. The Game Preferences Screen

The following options are all found on the Preferences screen and allow you to configure how Football Manager™ 2013 acts and behaves. A "tick" ✔ next to an option indicates that this is a Tick Box option with two possible behaviour types (effectively on and off, or enabling and disabling).

OVERVIEW	
A general overview of the most important preferences. You can configure each of these areas in greater detail from the appropriate sub-tab within the Preferences section, or by clicking on the 'More…' option within each sub-panel on the overview screen.	
GENERAL	
Language	Select which language you wish to play in.
Currency	Select which currency you wish all monetary values to be displayed in. All major currencies are represented in the game with appropriate exchange rates taken close to the release of the game.
Wages	Display wages in-game in either a weekly, monthly, or yearly format.
PROFILE	
Match	Configure your 3D match display settings outside of the match environment, ensuring they're set already once you get to match day.
Social Network	Log into or out of your social network accounts.
Other	Configure how you want player Positions to be displayed.
Screen Flow	Set up desired Screen Flow options
For more information on each of these sections in detail, please see the full manual online at www.footballmanager.com/manual	
INTERFACE	
Skin	Select which skin you wish to play FM13 in. The FM2013 skin is the default game skin, but you can select a Dark version, and also download skins created by community members and others as well.
Window Mode and Resolution	This list presents every possible resolution and display your PC is able to run Football Manager™ in.
MISC	
✔ **Enable Data Collection**	If you wish to allow Sports Interactive to collect certain data to help us develop our games, and use the information to help us make decisions in a more informed manner, tick this box.
MATCH/3D	
Your Computer's 3D Graphics Capability	This rates, out of a maximum of five stars, how good your current system is at running the 3D match display.
✔ **View Matches in 3D**	This setting configures whether or not you run matches in 3D. By disabling it, the game will not attempt to load the 3D display and will run in alternative fashions.
Graphics Quality	Set the level of 3D graphical detail you see on matchdays. Choose from High, Medium or Low detail.
SOUND	
✔ **Use Sound In Match**	Turn sounds on and off here through ticking and un-ticking this check box.
Sound Volume	Configure the volume of sounds in-game on a sliding scale of 1-10. Use the 'Test' button to try out your settings.
Show Action bar	Choose the way you want the match action bar to be displayed when in maximised mode.
SAVING	
✔ **Use Auto Saves**	Configure whether you would like to enable automatic games saves or not.

Every	Select the regularity with which you wish the game to automatically save.
Auto Save Interval	Choose whether you wish to have the game save repeatedly over one single file or for it to create a series of rolling files from as few as 3 to as many as your hard drive can store.
INTERFACE	
PERSON SNAPSHOT	
Display On	Configure whether you wish to display the person snapshot when hovering over the 'i' icon or upon clicking it.
PLAYER SCREEN	
Landing Page	Configure whether you wish to be presented with the player's Profile screen or his Attributes screen when clicking his name.
✔ **Leave Player Screen When You Click 'Back'**	This option configures the behaviour of the 'Back' button when viewing player profiles. If enabled, it will take you to the last screen you visited before viewing the player's profile. If disabled, it will simply cycle through every tab and sub-tab you've viewed on the player before returning to the previously visited screen.
✔ **Display Attributes As Bar Chart Instead Of 1-20**	If checked, the standard numerical values representing player attributes will be replaced by a graphic in the form of a bar filled to various levels representing their attribute rating.
TEAM SCREEN	
Landing Page	Configure whether you wish to be presented with the team's Profile screen or their squad when clicking on their name.
Competition Screen	Configure whether you wish to be presented with the competition's Profile screen or it's Stage screen when clicking on its name.
✔ **Show Shirt Names In Tactics**	Tick to show shirt names rather than surnames when viewing tactics.
MANAGER SCREEN	
✔ **Use Alternative Colour Scheme For The Title Bar**	If checked, this will reverse your team's colours on any human manager titlebar, so as to differentiate from being on a club screen.
SKIN	
✔ **Use Caching To Decrease Page Loading Times**	By default, the game 'caches' all the skin data into one single file. Doing this allows the game to load the graphical data much quicker. However, this prevents the game from scanning for new graphical data and will instead simply load what it has cached. Therefore, if you wish to see any graphical changes or additions you have made to FM13, uncheck this box.
✔ **Reload Skin When Confirming Changes In Preferences**	If this box is checked, when the user clicks 'Confirm' on the Preferences screen, the skin will reload. This is useful for ensuring new graphics are incorporated into the skin as well as being an option for users creating skins to save having to exit the game and reload it to view their changes.
✔ **Allow Display Of Custom Background Pictures**	If checked, any background pictures downloaded/created by the user and assigned correctly will be displayed in-game.
✔ **Show Screen IDs in Title Bar To Assist Skinning**	If checked, this will display every Unique ID for all items in the game. For example, on a Player Profile it will override the team/nation/position display below his name whilst this option is checked.
Clear Cache	Click this button to clear Football Manager™ 2013's graphical cache and restore content to the default options.
PICTURES	
✔ **Show Pictures Of Real Players And Staff**	Configure whether you wish to see pictures for real players and staff within the game.

✔ **Show Pictures Of Generated Players And Staff**	Configure whether you wish to see pictures for generated players and staff within the game.
MISC	
Tooltip speed	Drag the slider to configure how quickly a tooltip will display upon hovering the mouse cursor over a game object or link.
Reset Confirmation Dialogs	If you wish to reset any dialog messages you have disabled during the course of playing the game, click this button.
✔ **Display note icon beside hyperlink to a screen a note has been created for**	If you wish to be visually notified of the fact you've created a note for a game object, ticking this box will display a small orange icon towards the top right hand corner of the link.
✔ **Sort bookmarks alphabetically**	If checked, this will automatically sort your bookmarks into alphabetical order.
✔ **Clicking a media name in-game takes you to their website**	If this option is enabled, URLs in news items, such as www.sigames.com, will be clickable, and assuming the user is connected to the internet, the page will load in their designated internet browser. If the user is not connected to the internet, the page will not load.
Screenshot Format	FM13 allows the user to take screenshots from inside the game (using the Alt+F9 shortcut key by default, although this can be changed) and have them automatically saved to My Documents\Sports Interactive\Football Manager™ 2013\screenshots. Select here whether you wish to save screenshots in PNG or BMP format.
Recent Folders in File Dialogs	This setting lets you decide how many recent folders you want to store. Recent folders are used in any file dialog (open or save) in the game and lets you quickly switch between the recent folders you have visited.
SKIN COLOURS	
Changing these will override the default settings in whichever skin you currently have loaded. Choose a new colour by clicking on the coloured box, or if you wish to use the 'advanced settings' mode (by clicking the tick box on the same screen), enter the exact desired colour values.	
3D	
Frame Rate	Configure the frame rate at which the 3D display runs.
✔ **Show Sky**	Will display the sky in the background of stadiums in the 3D match display.
✔ **Show Weather Effects**	Will enable visual variations in weather in the 3D match display.
✔ **Show Scenery**	Will display scenes outside of the stadium in the 3D match display.
✔ **Show Stadium**	Will display stadiums in the 3D match display.
✔ **Show crowd and seats**	Will display crowds in the 3D match display.
✔ **Use depth of field**	Will use a camera's focal length to 'sharpen' the players inside the 'circle of least confusion', increasing the focus on them and less on those outside.
✔ **Show name of player(s) with/around ball**	Will display the name of players in the 3D match display.
YOUTUBE UPLOADS	
Resolution to Upload Match videos in	Select your desired resolution for saving YouTube content from Football Manager™ 2013. Please note that saving higher resolution videos will take up more hard disk space.
✔ **Save a copy of uploaded videos in the location of your game files**	If you wish to retain a local copy of all uploaded YouTube content, tick this box.

PRE-MATCH	
✔ **Allow matches to be moved for TV broadcast**	This is another option which is mainly used for online play. If you want all participants to play their fixtures on the same scheduled day, enable this option. This can also be used in offline mode.
✔ **Show match preview in build-up to match**	If you wish to approach a match using the stage-by-stage 'Match Day Experience', leave this enabled. If you wish to just be taken to the match upon pressing 'Go to Match', un-check it.
IN-MATCH	
✔ **Use flashing commentary when goal is scored**	If enabled, when a goal is scored during a match, the text commentary bar will flash alternating team colours. To turn this off, untick the box.
✔ **Clicking an advertising hoarding takes you to its owner's website**	If this option is enabled, advertising hoardings surrounding the pitch will be clickable, and assuming the user is connected to the internet, a webpage will load in their designated internet browser. If the user is not connected to the internet, the page will not load.
✔ **In TV View widgets, show players on the pitch at the top**	This option, if enabled, will ensure that all players on the pitch at any moment will be displayed above all players not involved (either having been substituted or remaining on the bench).
✔ **Show graphical bars on match stats**	Tick to show match stats displayed as graphical bars as well as numbers.
PROCESSING	
Speed to Process Other Teams' Matches	Depending on the abilities of your processor you may wish to have FM13 process matches from elsewhere in your football world in different ways. A more capable PC may like to have a more responsive option where these matches are processed whilst the user carries out whatever business they wish to. A less capable PC may however need these fixtures to be processed faster, which in turn is less responsive and cannot at times be interrupted. Check the available options and see which works best for you.
✔ **Use threading when multiple matches are being played to reduce processing times**	This option is only available if your PC possesses threading capabilities. Threading makes one single processor behave like two logical processors. When enabled, this allows the processor to execute multiple threads simultaneously, which will produce a significant performance improvement.
SAVING	
YOUR GAME'S FILES	
Location	You can tell the game to use the /user data folder in the directory identified in this option to store your FM13 content (and, if ticked, temporary files whilst the game is running instead of the standard 'hidden' location (which is accessible but not immediately apparent)).
SAVED GAMES	
✔ **Save your games compressed for smaller files**	Compressing your saved games means that when FM is saving them, it will compress all the files in the save in order to keep the saved game size at a minimum. Tick this box if you wish the game to do this.
SCREENSHOTS	
Save screenshots As	Configure the graphical format of your saved screenshots. Available options are .PNG and .BMP.
SHORTLISTS	
✔ **When saving a shortlist, append manager name and date to file name**	Tick this box to enable a little extra data being added to your shortlists in order to help determine when they were created.

FORMATS	
GENERAL	
Temperature	Display matchday temperature values in Celsius (°C), Fahrenheit (°F), or Kelvin (K).
Height	Display Height measurements in centimetres (cm), metres (m), or feet (ft)
Weight	Display Weight values in kilograms (kg), pounds (lbs), or stone (st).
Short/Long Distance	Display short distance measurements in the match display in either metres (m) or yards (yd), and in kilometres or miles for long distances in news items.
Match Odds	Display pre-match odds in either fractional (15/1) or decimal (16.00) form.
DATE	
Format	Select which format you wish dates to be displayed. There are three options; the European standard dd/mm/yyyy; the North American standard mm/dd/yyyy; or the alternative choice of yyyy/mm/dd.
Separator	Select the format of your date separator; choose from a dot, slash or dash.
FINANCES	
Positive	Choose how you wish your currency of choice to be displayed when values are positive.
Negative	Choose how you wish your currency of choice to be displayed when values are negative.
NUMERIC	
Decimal Symbol	Choose whether to use a full stop or a comma as your decimal symbol.
Digit Grouping System	Choose whether to use a full stop, comma or space as you digit grouping system.
SHORTCUTS	
Football Manager™ 2013 supports a large number of keyboard shortcuts. The Shortcuts screen is where you can configure exactly which screens you want a shortcut to and the keys you wish to link with it.	
EXTRA FILES	
This screen is where you will be able to load additional data files, such as the existing alliteration news types and board takeover files. Should you create or download such data files, they will need to be activated here through checking the tick box.	
ONLINE GAME SETTINGS	
GENERAL	
✔ **Allow friends to join your game**	Tick this box to run your computer as a server and allow others to join your online game.
Server Name	Enter the name of your server to make it identifiable to anyone you wish to join your game.
Server IP Address	Details of the IP address of your online game.
Server Password	Set a password for your game if you wish it to be private.
Banned IP addresses	Details of any banned IP addresses will be stored here.
PROCESSING	
✔ **Have fewer stops in play by increasing the duration of each processing break**	To allow for fewer processing breaks during online play, ticking this will extend a single period longer, so as to allow for greater time playing the game.
✔ **Allow the game to continue automatically in the conditions specified**	Tick this to enable 'Force Continue' commands. In a range of game circumstances and situations, you are able to configure exactly when the game will automatically continue. This may be after a determinate amount of time, or when a percentage of clients have requested something to occur.

MATCHES	
✔ **Use Saturday and Wednesday matchdays to ensure managers play simultaneously.**	To allow for all users to play their fixtures simultaneously, ticking this box will ensure that everybody plays weekend and midweek fixtures on the same day.
Highlight Modes Allowed	Determine which highlight modes are permitted in your online game.
Replay Modes Allowed	Determine which replay modes are permitted in your online game.
Slowest Highlight Speed Allowed	Determine the slowest highlight speed permitted in your online game.
Slowest Replay Speed Allowed	Determine the slowest replay speed permitted in your online game.

2.2. CREATE A NEW GAME

Having clicked the 'Start New Game' icon, the initial database will load. This should typically only take a few seconds on most computers.

If you have more than one database, the game will prompt you to select one from a list.

Once it's loaded, you will be presented with the Choose Nations screen.

Firstly, select the nations you wish to include in your saved game. Click 'Next – New Game Overview' when satisfied with your choices, and select the Lowest Active league for each of those nations. Each of these options are explained in the following section.

In Football Manager Classic mode, select up to three countries to include in your new game and click 'Start Game'.

2.2.1. The Select Leagues Screens

This screen has a number of elements which should be given some consideration before clicking 'Start Game'. This table describes them.

ITEM	DESCRIPTION
Nations	Football Manager™ 2013 features leagues from 51 different countries around the entire footballing world. Select the nations you wish to load into your saved game by checking the appropriate box(es). Do however remember that the more leagues included in a saved game, the slower the save will run. Depending on the abilities of your computer, it may be wise to restrict the number of nations you are running. Also see the 'Recommended Setup' option for more on this area.
Recommended Setup	Selecting this option will allow Football Manager™ 2013 to advise you on the ideal number of nations and leagues to load into the game. This is just a recommendation, you are free to interpret the guidance however you wish, or ignore it altogether.
Lowest Active League	Once a nation has been added, it will appear in the main screen area. Alongside it will be a dropdown box listing all the available playable leagues in that country. The league selected and displayed in this box will be the lowest league you will be able to manage in once the game has been created. However, by using the Add/Remove League(s) feature, this may be changed throughout the saved game.
Mode	Some Football Manager™ users like to have a larger game world. The Mode selection option allows them to do this without necessarily straining their computer as much. By setting a nation to 'View-Only' the leagues from that country will be loaded into your saved game but you will not be able to manage there or interact with it on the same full level as a 'Playable' country. However, it will be present and will generate scores as if it were a standard playable league, and you can 'upgrade' it to fully playable by using the Add/Remove Leagues feature.

Game Start Date	If the user has selected a number of nations to load into their saved game, the opportunity to start on a number of various dates becomes available. This lends itself to starting saved games at unfamiliar moments. For example, loading England and Brazil into a save will allow the user to start managing in England in December - the traditional start of season in Brazil but right in the heart of the English season. Some start dates will allow the user a longer pre-season than the standard for the country they wish to play in, some will shorten it. Of course, it can just be left to the default option if the user so wishes.
Database Size	In a similar manner to the loading of numerous leagues and nations into a save, the size of database loaded into a save determines to some extent the level of realism the user will experience in their saved game. Naturally, a larger database will include more players and teams from the football world, whereas a smaller one will include what are considered the core and most important items. More capable PCs will be able to handle larger databases, but less capable ones may want to consider using a smaller option.
Custom...	You also have the option to set up a Custom Database. Selecting the option presents a filter dialog which you can then select preferences from when constructing your database. For example, you may wish to load in every player from England, and every player of French nationality regardless of the nation they are based in. This method allows you to be very flexible and specific when setting up your saved game.
Approximate Player Count	Depending on the size of database you've chosen to load, you will see a different number of players loaded into the saved game. For example, a small database might load 5000 players worldwide into the saved game.
Computer Performance	The performance of your computer is graded on a scale of five stars, with five indicating very good performance.
Estimated Game Speed	The estimated game speed based on your league and database configuration. Graded on a five-star scale, five stars will indicate a very fast game speed.
ADVANCED OPTIONS	**DESCRIPTION**
✔ **Use Real Players**	This tick box does pretty much exactly what it suggests. Leaving it checked will load real staff into your game, the names and faces you know. Un-ticking it will generate a whole world of 'fake' players which do not necessarily map to any real life counterparts. It's a whole new world.
✔ **Use Real Fixtures When Available**	If a real fixtures file is found by the game, tick this box to load real life fixtures in for that nation and league(s).
✔ **Add Key Staff**	If enabled, this option will add key backroom staff (such as Assistant Managers) to teams which do not have them.
✔ **Add Players to Playable Teams**	If certain playable teams are unable to fulfil particular squad requirements at the start of a new saved game, ticking this box will ensure that their playing squad will be filled out with sufficient personnel.
✔ **Allow Transfer Budgets in first window**	Football Manager™ 2013 typically starts a new game in the same pre-season as has just been passed in the real world. Therefore the database reflects this in squad lists and team transfer budgets. By disallowing transfer budgets in the first transfer window of a saved game, the saved game will reflect the real world more accurately than if the save allows teams to spend money it didn't spend in real life. Simply put, this is another option to add to the realism of your saved game.
✔ **Enable Player Attribute Masking**	Attribute masking is a concept where certain attributes (or in some cases all) are not visible to the human manager because Football Manager™ 2013 assumes a manager of your experience and age will not necessarily know everything about every player in the world. These attributes can be revealed through scouting or interaction with the player – he may be an opponent on a team you've just faced. If you wish to simply display all information and attributes from the off, un-tick this option.

2.2.2. Editor Data Files

If you have created or edited any nations, leagues or competitions in the Data Editor and have saved them into the Editor Data folder, they will appear here for your selection and inclusion in game. Each creation will have a tick box which, if selected, will include the desired choice in your game.

Please note though, that if you include files which, for whatever reason may conflict (if for example they have come from different people), you may not be able to include them in your game without first resolving the issues. The issue(s) can be identified by holding the mouse cursor over the exclamation mark which indicates that there is an error.

When the game has finished loading, you will be prompted to complete your managerial profile and add a user to the game.

2.3. ADDING A NEW MANAGER

The following options are available on this screen:

OPTION	DESCRIPTION
Name	Enter your name in the fields provided, most typically First Name followed by Surname.
Gender	Set whether you are male or female.
Date of Birth	Enter your Date of Birth. If you are fortunate enough to be youthful, your year of birth will be set to that of a more realistic age for a younger football manager.
Nationality	Select your nationality.
Favourite Team	Select your favourite team – this can influence some events in the game which interact with the chosen club and its players/staff.
Manager Picture	Load a picture of yourself from your hard drive.
Secondary Nationality	If you hold dual nationalities, you can enter the second of them here.
Password	If you wish to protect your actions as manager under the safeguard of a password, enter and verify it in the space provided. As with all passwords, ensure that it is secure and one you can remember, as there is no recovery system in place from Sports Interactive or SEGA.
Past Playing Experience	Select your level of experience. By default, the 'Automatic' choice is selected, meaning you are entering the football world with no prior experience. However, for whatever purposes you like, you can select that you have been a Professional or an International Footballer, or perhaps further down as a Sunday or Semi-Professional player. This will increase your starting reputation and potentially allow you more leeway with the Board than an inexperienced manager in the short term, but long-term your reputation and standing in the game may come under pressure sooner than someone of lesser stature.
Address me as...	Select the manner in which you wish to be addressed. Certain countries have particular naming conventions which can be chosen from this option.
Social Networks	Log into your Twitter, YouTube and Facebook accounts to link them up with Football Manager™ 2013 and send your friends updates on your progress.

If you have created a user Profile already, much of this panel will be populated with your biographical information by default. If multiple Profiles exist, you can change the Profile in use by selecting the drop-down menu to the top right of the screen.

Having filled out your biographical information you can now proceed to select a team. If you've never started a game before the teams from the top-most league selected will be displayed to you. If you've previously started saved games, the league you last started in will be present. In either case, the 'Leagues' menu will allow you to change the teams displayed here. Select a team by clicking on the left end of the table row – the icon next to the team name – and the team's basic biographical information will be displayed. Once you've got your team chosen, hit 'Confirm' from the list of Actions and you will be added as manager.

If you can't decide, the 'Pick a Team for me' option will pick you a team entirely at random. You do not have to accept this choice of team, it merely suggests you a team and leaves the ultimate decision at the user's discretion.

If you still can't decide on a team to manage, or want that extra realism, you can enter the saved game unemployed and wait to be hired by the first team deeming you worthy of a managerial post.

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FOOTBALL MANAGER 2013

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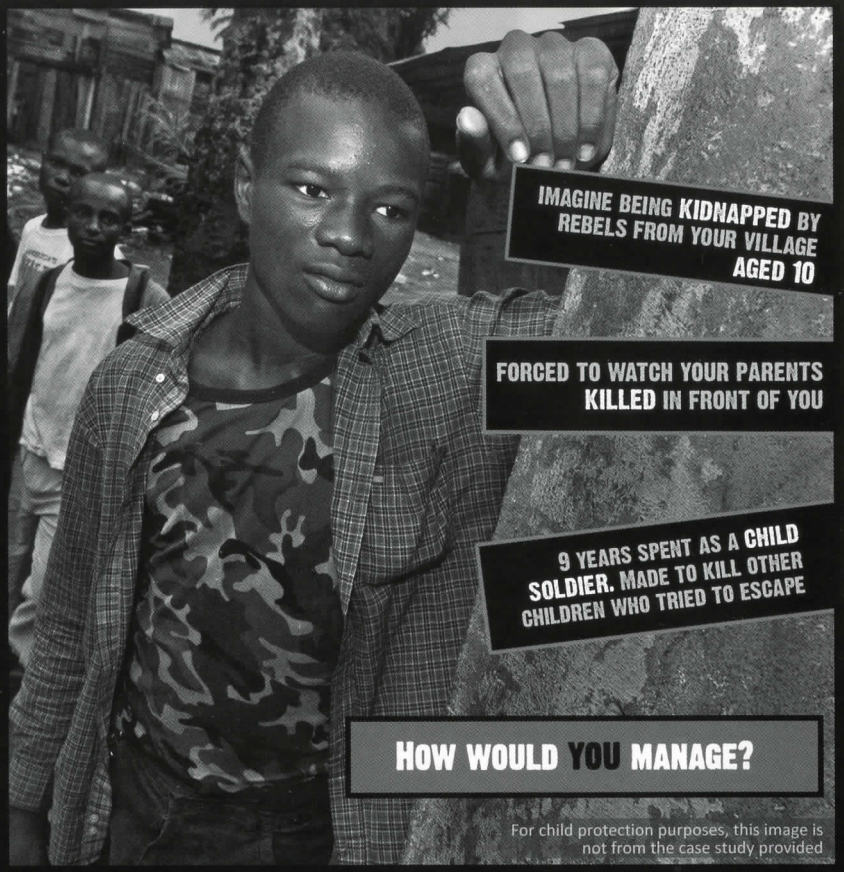
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